GAMER

GAMING
RETRO
TECH
NEWS

15th September 2023

GAMER

Introduction

Welcome to this new online magazine which Will cover Gaming, Gaming Reviews,Retro Section, Tech News , Streamer info insights And all things Social media.

This Issue will cover the following Tech and Gaming News.

Game Review of

Baldur`s Gate : Dark Alliance

Heavy Rain

The Lost Vikings 1 & 2

Retro Film Reviews Ghost in the shell & 1408.

Reapers Retro -

Xbox Console 2001

3DO Console1994

Video game Quiz - Just For Fun.

Anagram Quiz -Just For Fun.

Word Search -Just For Fun.

GAMER
Retro Film Review
GHOST IN THE SHELL
GHOST IN THE SHELL

GAMER Retro Film Review

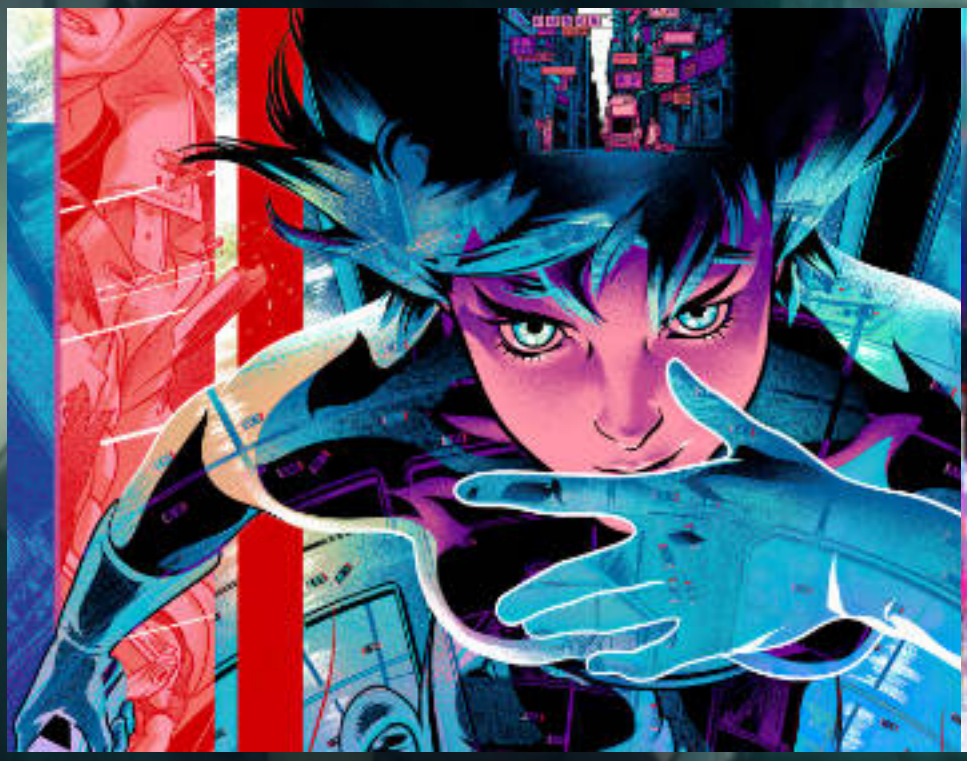
GHOST IN THE SHELL

Ghost in the Shell is a Japanese cyberpunk media franchise based on the seinen manga series of the same name written and illustrated by Masamune Shirow. The manga, first serialized in 1989 under the subtitle of The Ghost in the Shell, and later published as its own tankōbon volumes by Kodansha, told the story of the fictional counter-cyberterrorist organization Public Security Section 9, led by protagonist Major Motoko Kusanagi, and is set in mid-21st century Japan.

GAMER Retro Film Review

GHOST IN THE SHELL

Animation studio Production I.G has produced several anime adaptations of the series. These include the 1995 film of the same name and its sequel, Ghost in the



Shell 2: 2002 television series, Arise original video animation series. In addition, an American-produced live-action film was released on March 31, 2017.

GHOST IN THE SHELL

GAMER Retro Film Review

GHOST IN THE SHELL

Set in the mid-twenty-first century in the fictional Japanese city of Niihama.In this post-cyberpunk iteration of a possible future, computer technology has advanced to the point that many members of the public possess cyberbrains,

minimal interfaces to almost complete replacement of the brain with cybernetic parts, in cases of severe trauma. This can also be combined with various levels of prostheses, with a fully prosthetic body enabling a person to become a cyborg.

GHOST IN THE SHELL

GAMER Retro Film Review

GHOST IN THE SHELL

The main character of Ghost in the Shell, Major Motoko Kusanagi, is such a cyborg, having had a terrible accident

befall her as a child that ultimately required her to use a full-body prosthesis to house her cyberbrain.

This high level of cyberization, however, opens the brain up to attacks from highly skilled hackers, with the most dangerous being those who will hack a person to ben to their whims

GAMER Retro Film Review

GHOST IN THE SHELL

The original Ghost in the Shell manga ran in Japan from April 1989 to November 1990 in Kodansha's manga anthology Young Magazine, and was

released in a tankōbon volume on October 5, 1991. Ghost in the Shell 2: Man-Machine Interface followed in 1997 for 9 issues in Young Magazine, and was collected in the Ghost in the Shell: Solid Box on December 1, 2000.

GAMER Retro Film Review

GHOST IN THE SHELL

In 2008, DreamWorks and producer Steven Spielberg acquired the rights to a live-action film adaptation of the original Ghost in the Shell manga Scarlett

Johansson in the lead role. It received mixed reviews, with praise for its visuals and Johansson's performance but criticism for its script of the movie. Ghost in the Shell video games was released for the PlayStation on July 17, 1997, by Sony Computer Entertainment.

GAMER *Retro Film Review*

GHOST IN THE SHELL

Legacy

Ghost in the Shell influenced some prominent filmmakers.

The Wachowskis, creators of The Matrix and its sequels, showed it to producer Joel Silver, saying, "We wanna do that for real." The Matrix series took several concepts from the film, including the Matrix digital rain, which was inspired by the opening credits of Ghost in the Shell, and the way characters access the Matrix through holes in the back of their necks.

GAMER Retro Film Review

GHOST IN THE SHELL

James Cameron cited Ghost in the Shell as a source of inspiration, citing it as an influence on Avatar.

Ghost in the Shell also influenced video games such as the Metal Gear Solid series, Deus Ex, and Cyberpunk 2077.

GAMER *Retro Film Review*

1408

1408 is a 2007 American psychological horror film based on Stephen King's 1999 short story of the same name. It stars John Cusack and Samuel L. Jackson, was directed by Mikael Håfström and released in the 2007.

The film follows Mike Enslin, an author who investigates allegedly haunted locales. Enslin receives an ominous warning not to enter the titular room 1408 at a fictional New York City hotel, The Dolphin. Although skeptical of the paranormal, he is soon trapped in the room where he experiences bizarre and frightful events.

GAMER Retro Film Review

1408

Reviews were mostly positive and 1408 was a box-office success, garnering nearly 5 times its production budget of $25 million.

Mike Enslin is a cynical and skeptical author of niche books debunking supernatural events, in which he has no belief. While promoting his latest book, he receives an anonymous postcard depicting The Dolphin, a hotel on Lexington Avenue in New York City, bearing the message: "Don't enter 1408."

GAMER Retro Film Review

1408

Viewing this as a challenge, Mike travels to The Dolphin and requests room 1408. The hotel manager, Gerald Olin, attempts to discourage him.
He explains to Mike that in the last 95 years, no one has lasted more than an hour inside of 1408; the latest count is 56 deaths. Olin attempts to dissuade and even bribe Mike, but at Mike's insistence and threat of legal action against the hotel, preparations are reluctantly made.

1408 is a great movie and is worth watching.

GAMER Tech News

Baldur's Gate 3 doesn't have PlayStation exclusivity but will not be released on Xbox at the moment.

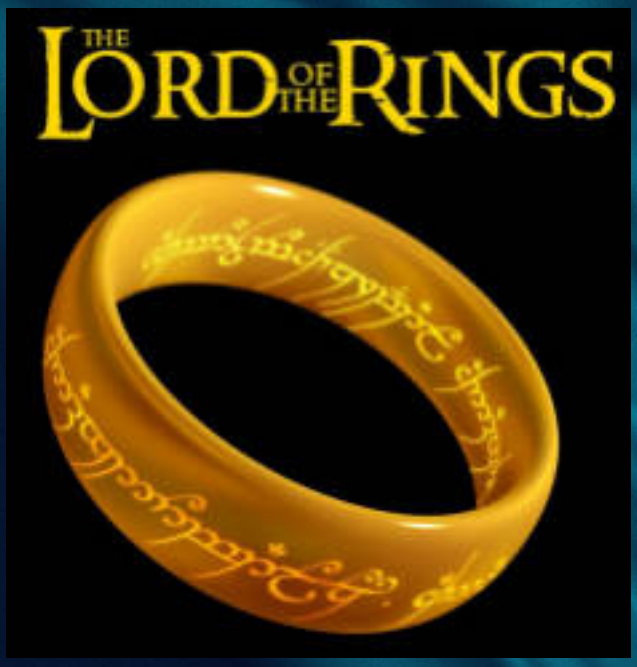
But isn't coming to Xbox for now Larian studios will announce "if and when" it`s ready.

Some viewers wondered if we'd hear about a version of Baldur's Gate 3 for Microsoft's consoles in due course ?

Confirmation From Larian studios we just didn't have an Xbox version in the works. "Right now we're planning to release Baldur's Gate 3 for PC, Mac and PlayStation 5, A Larian spokesperson said. "That said, we have no exclusivity and will announce support for additional platforms if and when we're ready."

Back in 2019, Larian studios said that they would not "participate in the exclusivity game"

GAMER Tech News



New Lord Of The Rings Movies In The Works, Won't Be Remakes Or Retread Old Ground.

New Line and Warner Bros. have made a deal to produce new films set in Middle-earth.

New Line Cinema and Warner Bros. have minted a deal to produce more Lord of the Rings films. While no details about future projects have been revealed, it is clear that movies will not be remakes or tread over already explored areas of Middle Earth.

One Lord of the Rings film from Warner Bros. and New Line is already in production. The Lord of the Rings: The War of the Rohirrim is an animated film about one of the legendary kings of Rohan, and is set 183 before the events of the original films.

What these new films will concern, and whether they will see any creative staff or cast return, is a matter of speculation.

When Embracer acquired the film rights, it floated films about Gandalf, Aragorn, Galadriel, and Eowyn as potential, future projects.

The most prominent Lord of the Rings project of recent years is the Amazon Prime TV show The Rings of Power, which debuted its first season in 2022.

GAMER Review HEAVY RAIN™

Heavy Rain is a 2010 interactive drama action-adventure video game developed by Quantic Dream and published by Sony Computer Entertainment. The game features four protagonists involved with the mystery of the Origami Killer, a serial murderer who uses extended periods of rainfall to drown his victims. The player interacts with the game by performing actions highlighted on screen related to motions on the controller, and in some cases, performing a series of quick time events. The player's decisions and actions during the game affect the narrative.

HEAVY RAIN HEAVY RAIN HEAVY RAIN HEAVY RAIN

GAMER *Review*

HEAVY RAIN™

Heavy Rain is an interactive drama and action-adventure game in which the player controls four different characters from a third-person perspective. Each playable character may die depending on the player's actions, which create a branching story line; in these cases, the player is faced with quick time events. The game is divided into multiple scenes, each centering on one of the characters.

GAMER Review HEAVY RAIN™

The day after celebrating his son Jason's tenth birthday, Ethan Mars and his family go shopping. Jason and Ethan are hit by a car; Jason dies, and Ethan falls into a six-month coma. After he wakes from the coma, Ethan, blaming himself for Jason's death, divorces his wife Grace and moves into a small suburban house while experiencing mental trauma and blackouts. Two years later, Ethan blacks out at the park with his other son Shaun.

GAMER *Review* HEAVY RAIN™

When he wakes up, he discovers that Shaun has been kidnapped by the "Origami Killer," a serial killer whose modus operandi consists of abducting young boys during the fall season, drowning them in rainwater, and leaving an orchid on their chests and an origami figure nearby.

GAMER Review HEAVY RAIN™

Norman Jayden an FBI pro filer struggling with addiction to a drug called Triptocaine, investigates the death of another Origami victim and concludes that he died the same day as a violent rainstorm, which flooded the cell where he was kept. Based on weather patterns.

Prior to Sony's involvement, the game was pitched to Microsoft, which rejected it for its themes of child abduction.

Heavy Rain is a very dark and well crafted game but due the theme of the game I can understand why some gamers would not want to play the game. But Heavy Rain is a ground breaking game that will pull you into its dark story and is worth playing.

GAMER Review

HEAVY RAIN

HOW TO MAKE ~~AN~~ ORIGAMI BIRD

HEAVY RAIN'S

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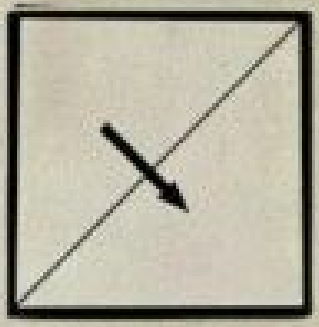

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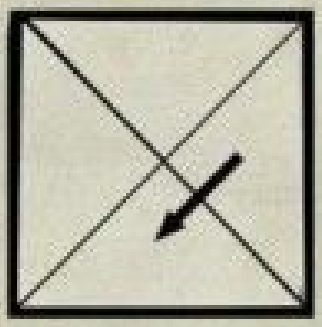

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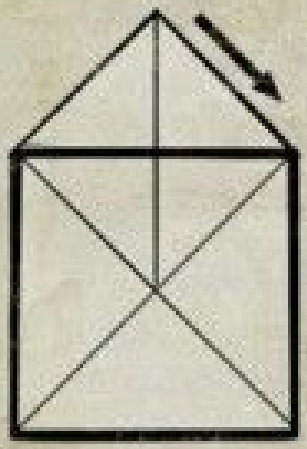

WEAR LEATHER GLOVES

KEEP AN EYE OUT FOR WITNESSES

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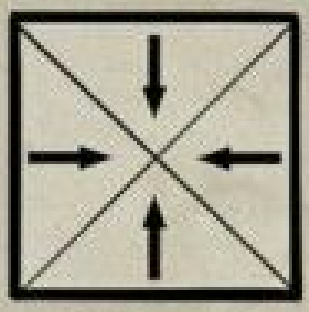

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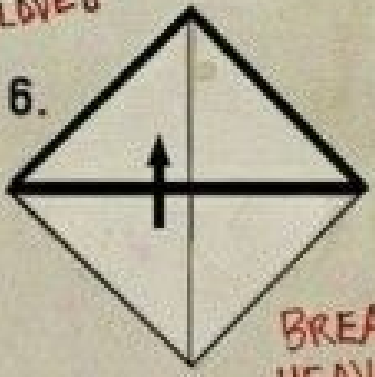

BREATHE HEAVILY

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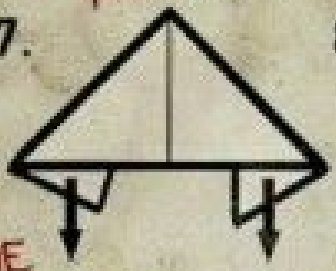

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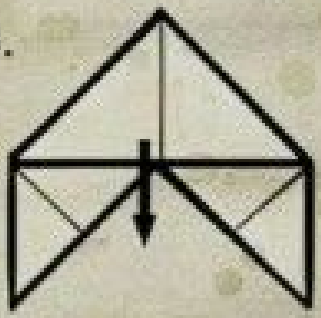

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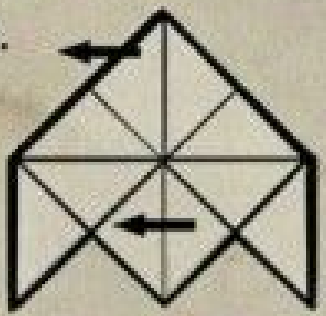

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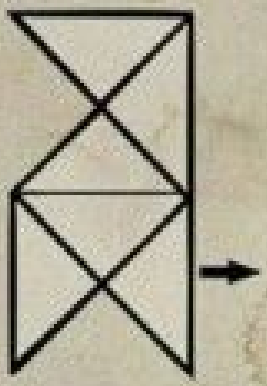

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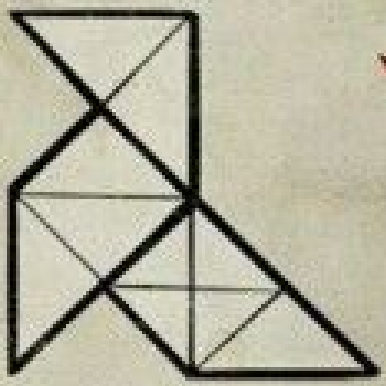
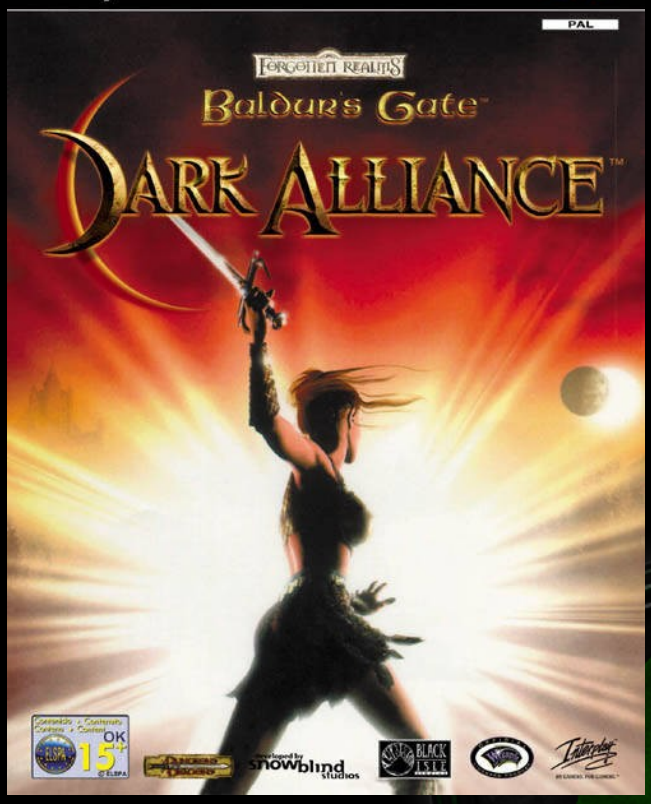


WAIT FOR HEAVY RAIN

GAMER Review

Baldur's Gate: Dark Alliance



Dark Alliance is a 2001 action role-playing/hack and slash video game for the PlayStation 2 and the Xbox consoles.

Dark Alliance was well received on all four platforms, with the PlayStation 2 version going on to win the Academy of Interactive Arts & Sciences award for "Role-Playing Game of the Year" (2001). A sequel, Baldur's Gate: Dark Alliance II, was released in 2004 for PlayStation 2 and Xbox.

A third game was planned, but was cancelled early in development due to legal problems, and the closure of Black Isle Studios after Interplay went bankrupt. At the beginning of the game, character stats are preset, with the player able to choose from three race/class combinations; a dwarven fighter (Kromlech), a human archer (Vahn) or an elven sorceress (Adrianna).

GAMER Review

Baldur's Gate
DARK ALLIANCE

The player can customize their character's stats through gaining experience points from defeating enemies. Every time the character increases in level, points are awarded corresponding to that level; i.e. if a character increases to level twelve, the player will gain twelve experience points to spend on the character's spells and feats.

Baldur's Gate Dark Alliance

For every four levels which the character increases, the player is given one ability point to spend on one of the six core attributes (strength, intelligence, wisdom, dexterity, constitution, charisma).

Gameplay is linear, and each main quest must be completed in sequence before the story can proceed, although there are some optional side-quests, which do not have to be completed immediately. However, all side-quests must be completed within the act in which they are assigned. The game also features cooperative gameplay with another player. Both players share the same screen, and are thus limited in how far they can move away from one another. In co-op mode, the player who makes the kill gets 60% of the experience, and the other player gets 40%. Whichever player collects any gold drops gets 100% of the value, with the other player getting nothing.

GAMER Review

Baldur's Gate Dark Alliance

The game takes place in the Sword Coast and the Western Heartlands, areas in the Faerûn continent of the Forgotten Realms. Each act of the game takes place in a different region: Act I takes place in the city of Baldur's Gate itself; Act II in the Sunset Mountains; and Act III in the Marsh of Chelimber.A reissue of Dark Alliance for PlayStation 4, PlayStation 5, Xbox One, Xbox Series X and Series S was released on May 7, 2021, with a Nintendo Switch version followed on May 20, 2021, as well as future plans for a personal computer version later that year. The reissue supports some addition updates such as 4k resolution support on the newer consoles, but is otherwise not a remaster or remake of the original game.

Baldur's Gate: Dark Alliance was well received on all four platforms. The game was a commercial success, selling over one million units across PlayStation 2, Xbox and GameCube.

GAMER Review THE LOST VIKINGS

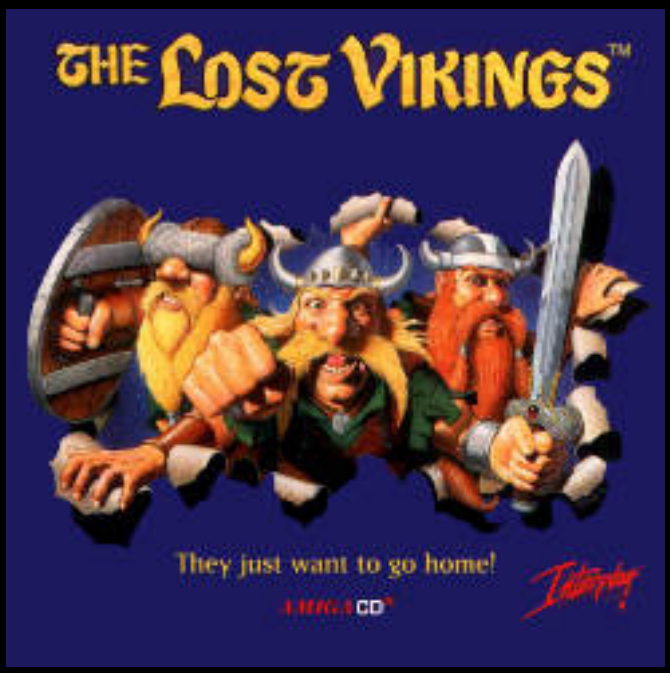
The Lost Vikings

The Lost Vikings is a puzzle-platform game developed by Silicon & Synapse (now Blizzard Entertainment) and published by Interplay. It was originally released for the Super NES in 1993, then subsequently released for the Amiga, Amiga CD32, MS-DOS, and Mega Drive/Genesis systems; the Mega Drive/Genesis version contains five stages not present in any other version of the game, and can also be played by three players simultaneously.

THE LOST VIKINGS

GAMER Review THE LOST VIKINGS

Blizzard re-released the game for the Game Boy Advance in 2003. In 2014, the game was added to Battle.net as a free download emulated through Dos Box. In celebration of the company's 30th anniversary, The Lost Vikings was re-released for Microsoft Windows, Nintendo Switch, PlayStation 4 and Xbox One as part of the Blizzard Arcade Collection in February 2021.



THE LOST VIKINGS

GAMER Review THE LOST VIKINGS

In The Lost Vikings, the player controls three separate Vikings with different abilities. The three Vikings must work together to finish each level and find their way back home. A sequel, The Lost Vikings 2, was released in 1997.Three Vikings—Erik the Swift, Baleog the Fierce, and Olaf the Stout—get kidnapped by Tomator, emperor of the alien Croutonian empire, for an inter-galactic zoo. They are able to escape the ship, but get lost in various periods of time. They must traverse various bizarre locations, and eventually confront and defeat Tomator, to find their way home.

THE LOST VIKINGS

GAMER Review THE LOST VIKINGS

The Lost Vikings is a side-scrolling platform adventure in which the player alternates control of the three Viking characters, guiding each of them one at a time (though control may be swapped from character to character at any point) from a designated start point in each level to the exit. Every level is designed such that each Viking must contribute his unique skills to help the other two through to the end.

THE LOST VIKINGS

GAMER Review

LOST VIKINGS 2

The Lost Vikings 2

Lost Vikings 2 is a 1997 puzzle-platform game developed by Beam Software and published by Interplay. The sequel to The Lost Vikings, it features the original three characters plus two new playable characters: Fang the werewolf and Scorch the dragon. The gameplay remains largely the same, though the three Viking characters all have new or modified abilities.

LOST VIKINGS 2

GAMER Review

Lost Vikings 2

The releases for MS-DOS, Microsoft Windows, PlayStation, and Saturn feature pre-rendered 3D graphics.

The SNES version by Blizzard Entertainment continued the use of the more cartoony graphics style seen in the original game.

In celebration of the company's 30th anniversary, The Lost Vikings 2 was re-released for Microsoft Windows, Nintendo Switch, PlayStation 4 and Xbox One as part of the Blizzard Arcade Collection on April 13, 2021.

Lost Vikings 2

GAMER *Review*

Lost Vikings 2

After escaping from Tomator in The Lost Vikings, Erik the Swift, Olaf the Stout, and Baleog the Fierce have lived joyous and fruitful Viking lives. Then one day, after returning home from a fishing trip, the Vikings get captured by Tomator again.

Along the way, they befriend a werewolf named Fang and a dragon named Scorch, both of whom assist them in their quest.

Lost Vikings 2 is a side-scrolling platform adventure in which the player alternates control of three of the five playable characters, guiding each of them one at a time from a designated start point in each level to the exit.

Lost Vikings 2

Erik now has turbo boots which allow him to jump much higher than before and can smash certain overhead walls with his turbo jump. The helmet also allows him to swim.

Baleog has a bionic arm which can smash enemies from a distance. The range is somewhat limited compared to his arrows from the first game, but the bionic arm also allows Baleog to swing in the air using special hooks and to grab some items inaccessible to others.

Olaf can release a fart that propels him upward, giving him limited aerial range as well as the power to destroy certain floors. In addition to his hang-gliding abilities, he can also shrink and squeeze through tiny gaps.

LOST
VIKINGS 2

Lost Vikings 2

Fang can jump, climb walls by clinging to them with his claws, and slash enemies from close range.

Scorch has a fireball attack which damages enemies and can trigger certain switches. He can also fly until he gets exhausted, at which point he can glide softly down, like Olaf.

Lost Vikings 2

GAMER REAPERS RETRO

Xbox console 2001

Media DVD, CD, digital distribution

Operating system Windows NT-based Xbox system software.

CPU Custom 733 MHz Intel Pentium III "Copper mine-based" processor

Memory 64 MB of DDR SDRAM @200 MHz

Storage 8 or 10 GB internal hard drive formatted to 8 GB with allotted system reserve. Graphics Nvidia GeForce 3-based NV2A GPU @ 233 MHz, 20 GFLOPS.

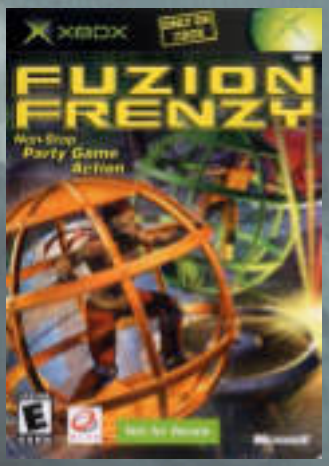
GAMER REAPERS RETRO

Microsoft became concerned that game consoles would threaten the personal computer as an entertainment device for living rooms. Where as most games consoles to that point were built from custom hardware components, the Xbox was built around standard personal computer components, using variations of Microsoft Windows operating system to support games and media playback, and featuring a 733 MHz Intel Pentium III CPU and a 233 MHz Nvidia GeForce 3-based NV2A GPU, the latter two making the Xbox technically more powerful compared to its rivals.

GAMER REAPERS RETRO

The Xbox was the first console to feature a built-in hard disk. This eliminated the need for separate memory cards.

The Xbox had a record-breaking launch system's launch titles, Halo: Combat Evolved An 8 MB removable solid-state memory card can be plugged into the controllers, onto which game saves can either be copied from the hard drive when in the Xbox dashboard's memory manager or saved during a game.



XBOX

GAMER REAPERS RETRO

3DO Interactive Multiplayer Console

Developer The 3DO Company

Manufacturer Panasonic, Sanyo, GoldStar, Creative Technology.

Type Home video game console

Release date June 11, 1994

Units sold 2 million worldwide.

Media CD-ROM

CPU 32-bit custom ARM CPU (ARM60) @ 12.5 MHz

Memory 2 MB RAM, 1 MB VRAM

Storage 32 KB SRAM

3DO

GAMER REAPERS RETRO

Online services Planned but canceled

Successor Panasonic M2 (canceled)

Despite having a highly promoted launch (including being named Time magazine's "1993 Product of the Year"), the console received mixed to negative reviews.

An over saturated console market prevented the system from achieving success comparable to competing consoles from Sega and Sony.

The 3DO Interactive Multiplayer was originally conceived by The 3DO Company.

3DO

GAMER REAPERS RETRO

The company's objective was to create a next-generation, CD-based video game/entertainment standard which would be manufactured by various partners and licensees; 3DO would collect a royalty on each console sold and on each game manufactured. The 3DO Company lacked the resources to manufacture consoles, and instead licensed the hardware to other companies for manufacturing. they approached every electronics manufacturer, but that their chief targets were Sony and Panasonic, the two largest consumer electronics companies in the world at the time.

3DO

However, Sony had already begun development on their own console, the PlayStation, and ultimately decided to continue work on it rather than sign with 3DO. The 3DO Company was engaged in very serious talks for Sega to become involved with the 3DO. However, it was passed on by Sega due to concerns over cost.

Electronic Arts promoted the console in two-page advertisements, describing it as a "technological leap" and promising "twenty new titles ... over the next twelve months".

GAMER REAPERS RETRO

The launch of the platform in October 1993 received a great deal of attention in the press as part of the "multimedia wave" in the computer world at the time. Return Fire, Road Rash, FIFA International Soccer, and Jurassic Park Interactive had been slated for launch releases but were pushed to mid-1994 due to the developers' struggles with the then-cutting-edge hardware. More over, the 3DO Company made continued updates to the console hardware almost up to the system's release, which resulted in a number of third-party titles missing the launch date, in some cases by less than a month, because the developers weren't left enough time to fully test them on the finalized hardware.

3DO

GAMER REAPERS RETRO

The only 3DO software available at launch was the third-party game Crash 'n Burn. Panasonic also failed to manufacture an ample supply of the console in time for launch day, and as a result most retail stores only received one or two units. By mid-November, the 3DO had sold 30,000 units.

The system was released in Japan in March 1994 with an initial lineup of six games. The Japanese launch was moderately successful, with 70,000 units shipping to 10,000 stores. However, sales soon dropped and by 1995 the system was known in Japan as a host for pornographic releases.

3DO

GAMER REAPERS RETRO

The 3DO's claim to the title of most advanced console on the market was lost with the 1994 Japanese launches of the Sony PlayStation and Sega Saturn. The 3DO Company responded by emphasizing their console's large existing software library, lower price (both the Panasonic and Goldstar models were $299 by this time), and promised successor: the M2. To assure consumers that the 3DO would still be supported, the M2 was initially announced as an add-on for the 3DO. It was later revealed that the M2 would be an entirely separate console, albeit one with 3DO backward compatibility. Eventually the M2 project was cancelled.

3DO

GAMER REAPERS RETRO

Unlike Panasonic, Goldstar initially produced only 3DO hardware, not software. This made it difficult to manage competitive price drops, and when the price of the Goldstar 3DO dropped to $199 in December 1995, the company took a loss of more than $100 on each sale. Goldstar tried switching to the usual industry model of selling hardware at a loss and profiting on software, but though a handful of Goldstar games were published for the 3DO, Goldstar's software development operation arrived too late to allow them to turn a profit on the 3DO.

3DO

This lack of a profitable business model, combined with Panasonic acquiring exclusive rights to the M2 technology, were cited as the two chief reasons for Goldstar dropping support for the 3DO in early 1996.

During the second quarter of 1996 several of the 3DO's most loyal software supporters, including the software division of The 3DO Company themselves, announced they were no longer making games for the system, leaving Panasonic as the only company supporting active software development for the 3DO.

GAMER REAPERS RETRO

The initial high price is considered to be one of the many issues that led to the 3DO's failure, along with lack of significant funding that larger companies such as Sony and Sega had.

The 3DO Company dropped support for the system attributed its failure to the model of licensing all hardware manufacturing and software to third parties. It needed a single strong company to take the lead in marketing, hardware, and software, and pointed out that it was essentially a lack of coordination between The 3DO Company, Panasonic, and the 3DO's software developers which had led to the console not being a big success unlike the Sony PlayStation one, Sega Saturn and Nintendo N64.

3DO

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

1) If You Played As Erik the Swift, Baleog the Fierce, and Olaf the Stout Which Game Series Would you be Playing ?

2) Which Character did Scarlett Johansson play in the 2017 action movie version of Ghost the Shell ?

3) What year was the adult animated neo-noir cyberpunk thriller film Ghost in the Shell Released ?

GAMER

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

1) If You Played As Erik the Swift, Baleog the Fierce, and Olaf the Stout Which Game Series Would you be Playing ?

The Lost Vikings Series of games.

2) Which Character did Scarlett Johansson play in the 2017 action movie version of Ghost the Shell ?

Scarlett Johansson as Major Mira Killian / Motoko Kusanagi

3) What year was the adult animated neo-noir cyberpunk thriller film Ghost in the Shell Released ?

1995

GAMER

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

4) In Which Game does the Origami Serial Killer feature in ?

5) Which Game Console Released 2001 was first console to have a internal Hard Drive ?

6) What was the first Tom Clancy Video game to be released with his game ?

7) What Virtual Currency does Fortnite Use ?

8)What is the armored vehicle in Halo Called?

GAMER

Video game quiz

GENERAL GAME KNOWLEDGE QUIZ

4) In Which Game does the Origami Serial Killer feature in ? Heavy Rain

5) Which Game Console Released 2001 was first console to have a internal Hard Drive ?

Xbox

6) What was the first Tom Clancy Video game to be released with his game ?

Tom Clancy`s Rainbow Six

7) What Virtual Currency does Fortnite Use ?

V-Bucks

8)What is the armored vehicle in Halo Called?
Warthog

GAMER

Video game quiz

Marvel & DC Anagrams

man tan

mat nab

mean spur

paws

lnm anor

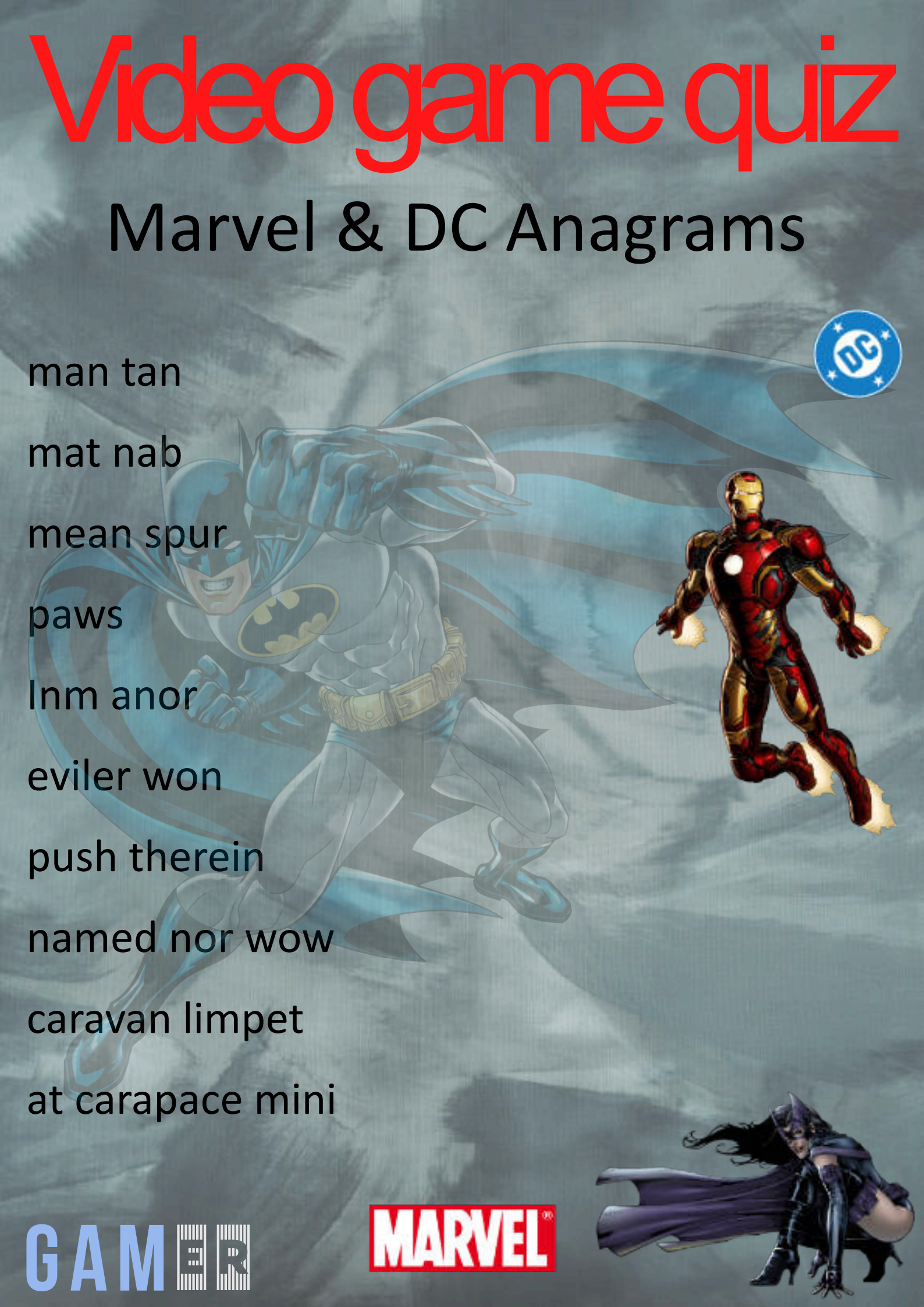
eviler won

push therein

named nor wow

caravan limpet

at carapace mini



Video game quiz

Marvel & DC Anagrams

man tan	Antman
mat nab	Batman
mean spur	Superman
paws	Wasp
Inm anor	Iron man
eviler won	wolverine
push therein	The Punisher
named nor wow	Wonder Woman
caravan limpet	Captain Marvel
at carapace mini	Captain America

GAMER

MARVEL

Video game quiz

Marvel & DC Anagrams

dialed rev

rake tel

frames mot

bit mag

jeer yang

hydrated talkies

baton maw

by canal rack

coma want

GAMER

MARVEL

Video game quiz

Marvel & DC Anagrams

dialed rev	Daredevil
rake tel	Elektra
frames mot	Emma Frost
bit mag	Gambit
jeer yang	Jean Grey
hydrated talkies	Lady Deathstrike
baton maw	BatWoman
by canal rack	Black Canary
coma want	CatWoman

GAMER

MARVEL

Word Search

MANGA MOVIESTV WORD SEARCH

F O Z N A G N U N P T G O O I P N G D M
I Z L V I S W Q Y I A S W I S T Q H E U
S D O Y D N I N D A E R T B Q A J O M G
T E S E R R J K N T L S O R R O B S O G
O V Z B A C B A T T L E A N G E L T N L
F I O M G V O Y S A N G E L C O P I S I
T L M T O M R W S C Q T T Y B K I N L J
H M O W N E D J B K R R O U E H A T A I
E A N L B U D W U O H O N E O R K H Y S
N N S C A S B E A N Y E L O A L U E E E
O C T K L R R Y B T E B J L Z W B S R A
R R E L L A K Q C I Z N E A B L E H T T
T Y R F Z F Y L R T O A N B U M R E T N
H B C R N P S M P A C H G O O H S L I C
S A I L O R M O O N O T U O O P E L R S
T B T Q V A M P I R E H U N T E R D H O
A Y Y U H D W I C K E D C I T Y K N P U
R C N A R U T O S H I P P U D E N I Y I
S W O R D F O R T R U T H C O H R B S T
B L O O D T H E L A S T V A M P I R E O

ANGELCOP ATTACKONTITAN BATTLEANGEL BERSERK BIOHUNTER

BLOODTHELASTVAMPIRE CLAYMORE COWBOYBEBOP DEMONSLAYER

DEVILMANCRYBABY DRAGONBALLZ FISTOFTHENORTHSTAR

GHOSTINTHESHELL MONSTERCITY NARUTOSHIPPUDEN NINJASCROLL

SAILORMOON SWORDFORTRUTH VAMPIREHUNTERD WICKEDCITY

GAMER

Word Search

MANGA MOVIESTV WORD SEARCH -

ANSWERS SHEET

F	O	Z	N	A	G	N	U	N	P	T	G	O	O	I	P	N	G	D	M
I	Z	L	V	I	S	W	Q	Y	I	A	S	W	I	S	T	Q	H	E	U
S	D	O	Y	D	N	I	N	D	A	E	R	T	B	Q	A	J	O	M	G
T	E	S	E	R	R	J	K	N	T	L	S	O	R	R	O	B	S	O	G
O	V	Z	B	A	C	B	A	T	T	L	E	A	N	G	E	L	T	N	L
F	I	O	M	G	V	O	Y	S	A	N	G	E	L	C	O	P	I	S	I
T	L	M	T	O	M	R	W	S	C	Q	T	T	Y	B	K	I	N	L	J
H	M	O	W	N	E	D	J	B	K	R	R	O	U	E	H	A	T	A	I
E	A	N	L	B	U	D	W	U	O	H	O	N	E	O	R	K	H	Y	S
N	N	S	C	A	S	B	E	A	N	Y	E	L	O	A	L	U	E	E	E
O	C	T	K	L	R	R	Y	B	T	E	B	J	L	Z	W	B	S	R	A
R	R	E	L	L	A	K	Q	C	I	Z	N	E	A	B	L	E	H	T	T
T	Y	R	F	Z	F	Y	L	R	T	O	A	N	B	U	M	R	E	T	N
H	B	C	R	N	P	S	M	P	A	C	H	G	O	O	H	S	L	I	C
S	A	I	L	O	R	M	O	O	N	O	T	U	O	O	P	E	L	R	S
T	B	T	Q	V	A	M	P	I	R	E	H	U	N	T	E	R	D	H	O
A	Y	Y	U	H	D	W	I	C	K	E	D	C	I	T	Y	K	N	P	U
R	C	N	A	R	U	T	O	S	H	I	P	P	U	D	E	N	I	Y	I
S	W	O	R	D	F	O	R	T	R	U	T	H	C	O	H	R	B	S	T
B	L	O	O	D	T	H	E	L	A	S	T	V	A	M	P	I	R	E	O

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